

STEAM Based Curriculum for Early Childhood Care and Development
For UKG Class (Age Group: 4 - 5 years)
Year 2025 - Month : January - Week : 4th Week
Theme: Animal
Identify Teaching Methods for Activities

1. Experiential Learning - EL METHOD
2. Project Based Learning - PJP METHOD
3. Inquiry - Based Learning - IBL METHOD
4. Problem - Based Learning - PBL METHOD
5. Collaborative Learning - CL METHOD
6. Blended Learning - BL METHOD
7. Flipped Classroom - FC METHOD
8. Design Thinking - DT METHOD
9. Real World Application - RWA METHOD
10. Gamification Learning - GL METHOD

Activities	Teaching Methods
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Monday :Introduction to Animals	
Circle Time	Collaborative Learning (CL)
Animal Movement & Sound Station	Experiential Learning (EL)
Size & Classification Activity	Inquiry-Based Learning (IBL)
Creative Mask Crafting	Project-Based Learning (PJP)
Snack time	Blended Learning (BL)
Puppet Show Roleplay	Problem-Based Learning (PBL)
Wrap-Up Circle Time	Flipped Classroom (FC)
Tuesday : Farm Animals	
Provide the egg and milk for children	
Make a farm with parents.	
Identify the differents size of the animal	
Water animal and land animals game (Dhiya goda)	
Fertilize the plant using the farm fertilize	
Painting the farm animals	
Wednesday : Wild Animals	
Understanding the Danger of Wild Elephants to Villagers by showing videos	
Role play as a wild animal (highlight the Kindness and cruel)	
Identify the single and group animals	
Draw mane for the lion (as a group)	
Create the jungle (indoor)	
Yala Yala Sinhala song - Dance and sing	
Thursday : Water Animals	

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Paste the fish using Scale/ Pencil waste/ circles/	
Make good feeling of water animal (using the created fish tank	
What is the difference between fish from other animals?	
Introduce the water animals	
Create the fish tank or Visit the pond / lake and explore it .	
Create the turtle using coconut shell	
Friday :- Animals Paradise	
Animal Race – Move and Sound Like Animals! (All the types of animals)	
Visit to the School's Animal Paradise	
Find the different of the animals	
Name the animals from the picture board (from all the category)	
How people deal with animal without harming the Environment.	
Create the animal Paradise in big hardboard. (by drawing or pasting)	